User Interface - Bug #7166

TREEVIEW and TREELIST drag and drop is broken

03/02/2023 02:11 PM - Hynek Cihlar

Status:	New		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
billable:	No		**case_num:**	
vendor_id:	GCD		**version:**	
Description				

History

#1 - 03/02/2023 02:12 PM - Hynek Cihlar

Dragging a node will drop a different node in the target node.

#2 - 03/02/2023 02:34 PM - Greg Shah

Any idea of how long this has been broken?

#3 - 03/02/2023 02:34 PM - Hynek Cihlar

Greg Shah wrote:

> Any idea of how long this has been broken?

No idea. Do you want me to figure out?

#4 - 03/02/2023 02:35 PM - Greg Shah

No. Knowing that isn't that important unless the bug turns out to be tricky.

#5 - 03/02/2023 02:38 PM - Vladimir Tsichevski

Greg Shah wrote:

> Any idea of how long this has been broken?

It was working at least when the #5177 was closed about a year ago.

#6 - 03/02/2023 04:33 PM - Vladimir Tsichevski

Hynek, what do you mean by "broken"? Which code did you use for testing?

I just tested my treeview example, which was designed after the customer application, and it still works as expected. The application allows the user to reorder nodes in a treeview by dragging them.

Roger, have you seen any regression either?

#7 - 03/02/2023 04:40 PM - Roger Borrello

Vladimir Tsichevski wrote:

> Roger, have you seen any regression either?

Ever since the 14484 merge to trunk, I have not been able to run the customer application (#7145 and #7146). #7135 is required to perform the conversion, but then those 2 issues prohibit the runtime from working.

I am working on building with the latest re-based 7135a to determine if there is any change in that.

#8 - 03/03/2023 04:54 AM - Hynek Cihlar

- File Screencast 2023-03-03 10_51_51.mp4 added

Vladimir Tsichevski wrote:

> Hynek, what do you mean by "broken"? Which code did you use for testing?
>
> I just tested my treeview example, which was designed after the customer application, and it still works as expected. The application allows the user to reorder nodes in a treeview by dragging them.

Vladimir, please see the attached screen cast. Tested on latest trunk.

#9 - 03/03/2023 03:59 PM - Roger Borrello

Using branch 7135a rebased with 14491, the customer application's "Organize Favorites" functions just fine. In their app, I had added 8 favorites, 3 handled **labels**, 2 handled **details**, and 3 handled "other stuff". When I organized them into 3 folders, one for Labels, one for Other, and the other for Details by drag-drop, they were in the correct folders.

#10 - 03/03/2023 04:02 PM - Hynek Cihlar

I will double check the uast test case, perhaps it's just buggy.

#11 - 03/03/2023 05:17 PM - Vladimir Tsichevski

Hynek Cihlar wrote:

> Vladimir, please see the attached screen cast. Tested on latest trunk.

Could you provide the FWD test example, please. The testcases/uast/oledragdrop/treeview.p is not adapted for FWD and depends on user32.dll.

#12 - 03/04/2023 08:10 AM - Hynek Cihlar

Vladimir Tsichevski wrote:

> Hynek Cihlar wrote:
>
>> Vladimir, please see the attached screen cast. Tested on latest trunk.
>
> Could you provide the FWD test example, please. The testcases/uast/oledragdrop/treeview.p is not adapted for FWD and depends on user32.dll.

So is this an issue of GetCursorPos or ScreenToClient? If so we can close this and open new one to address the user32 calls.

#13 - 03/04/2023 08:24 AM - Vladimir Tsichevski

Hynek Cihlar wrote:

> Vladimir Tsichevski wrote:
>
>> So is this an issue of GetCursorPos or ScreenToClient? If so we can close this and open new one to address the user32 calls.

Do you mean the calls to user32.dll must be converted transparently to NativeAPIEmulation, and the problem is they are not?

#14 - 03/04/2023 09:10 AM - Roger Borrello

I just wanted to point out that I used branch 7135a, which had a modification to the conversion of GET-MOUSE-POSITION (see [#7135-16](#)) that isn't part of trunk yet. Since it created a conversion error of this code:

```
PROCEDURE getMousePoint :
  DEFINE INPUT  PARAMETER pcObject AS HANDLE NO-UNDO.

  DEFINE VARIABLE iMouseLoc AS INTEGER NO-UNDO EXTENT 2.

    ASSIGN
      iMouseLoc = pcObject:FRAME:GET-MOUSE-POSITION().
END PROCEDURE.
```

I doubt it has any relation to this issue, but wanted to make sure you knew there was a branch with a fix in that area.

Files

Screencast 2023-03-03 10_51_51.mp4	236 KB	03/03/2023	Hynek Cihlar